



SEGA OF AMERICA, INC.
Consumer Products Division

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32X
Sample Disk

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sample.doc

About the Super 32X Sample File

Files are compressed by LHA and EXE.

After being expanded, a WAV file is converted to the S3X file if sound test is executed within directory YMD. The file is active when the following five files are loaded.

```
md\mod\demo.s3x  
md\mod\demo.s3l.s3x  
md\mod\demo.s3s  
sh\obj\hump_m.s3x  
sh\obj\hump_a.s3x
```

The 68000 assembler uses a 256K AO cross-assembler.

The SH assembler uses an assembler provided by SEGA.

Further, the "make" within md.asm, sh.asm can use the Turbo-C as well as Borland C make.

-In connection, if the WAV file and data at the end of demo.asm are changed, various WAV files can be reproduced.

NOTE

The sample file on the next page follows the latest format and precautions in June 1994. The latest manual has priority concerning instructions.

The contents of KID_MARS.PROG and KID_MARS-CD as well as their method of use are supported, but the contents of other source files are subject to support.

int_mars.doc

- ICD_MARS.PRG
Initial program for cartridge ROM
- ICD_MARS.CD
Initial program for CD.

When cartridge ROM software is created, ICD_MARS.PRG must be included
File ORG = 800H within ICD_MARS.PRG

A bug that caused the frame buffer occurring in ICD_MARS.PRG of the development board version 1.X to clear improperly and a bug that allowed operation only in the Japan mode are being corrected.

Unconfirmed portions of ICD_MARS.CD still existed as of now (6/24). Should there be any issues, please contact the Technical Support Department.

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